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P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA

Odama™

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Instruction Booklet



NINTENDO
GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching*	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

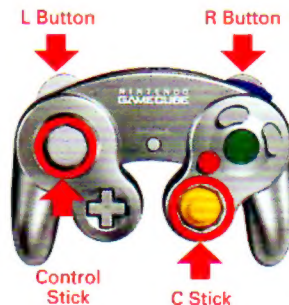
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.



1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

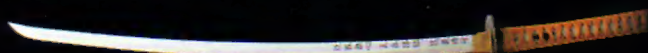
If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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The World of Odama

— A note from the developers —

Odama is a new type of pinball game set in the warring-states period in Medieval Japan. But as you'll soon discover, Odama is very different from any other type of pinball. You will see troops fighting with all of their might. You will see a massive metal sphere careening across the battlefield. You will discover that the Odama is not a weapon you should use recklessly. This is the dilemma that the commander of the Odama faces. This is the true battlefield of Odama.

STRENGTH FROM ONENESS

The true heroes of Odama are the nameless soldiers. There could be no victory without them. If you want to win, you must use the Odama carefully so that it aids your troops—if you focus only on pinball, your recklessness will lead to your downfall.

Your voice is your most important tool. Speak your orders to guide your troops and give them the strength they need as you command them to "Press Forward." They will summon all of their energy and push into the fray with greater vigor than ever before. A strange sense of unity forms from the union of your voice and the soldiers' brave shouts in response. The cries of battle meld and blend above the stunning backdrop of theatrical music, filling and echoing in your room as you play. This is the sound of many souls working as one.

VICTORY FROM UNITY

If we the developers sought to express any one thing while making this game, it is not just our love of pinball. Rather, we wanted to express the indescribable feeling of witnessing a single general whose undeniable will has shaped the history of an era and the destinies of his many troops. Of course, there is no real historical precedent for the use of a weapon like the Odama on an actual battlefield, but the social structures depicted in the game did truly exist in sixteenth-century Japan. In those times as well, behind every famous general stood a nameless but loyal multitude that fought in his name. What did these soldiers think and feel as they marched toward the inevitable? Keep this question in mind as you play, and you will come closer to experiencing the feelings that compelled us to make this game. Only when you have seen the exhaustion that these men felt in battle can you truly understand the question "What is victory?"

Now, my liege, we must prepare for battle.

Yoot Saito, on behalf of all those who contributed to the making of Odama.



The Battle Begins...

The world is torn in a bloody war. Endless battles have ravaged this once-beautiful land. This land had long been governed by Lord Yamanouchi Nobutada of the Yamanouchi clan. When Lord Yamanouchi's trusted vassal Karasuma Genshin betrayed him in a vicious coup, Lord Yamanouchi took his own life rather than bear the shame of defeat. It is the year 1539.

Hungry for revenge, Tamachiyo, eldest son of Yamanouchi, assumed the name "Kagetora." Traveling in secret, he fled to safety with a handful of his most loyal retainers. It is here our story begins.

At the tender age of eleven, Tamachiyo knew the horrors of war. Though the Kagetora camp had few soldiers and fewer provisions, they possessed two secrets their longtime foes knew nothing about. One was a Yamanouchi family treasure, a gigantic ball known as the Odama. This giant ball was said to have been taken from China long ago, during the Tang dynasty. Legend held that, when unleashed in battle, the Odama could inflict

untold damage to foes or grant great power to allies, but these legends remain untested. The other secret was the doctrine of Ninten-do, the Way of Heavenly Duty. The word Ninten-do is formed from the first kanji of three proverbs: Nin-ga Mu-shin ("Attend to one's duties without ego"), Tenzai Kohrin ("Those in heaven will descend"), and Do-gi Tsuu-mei ("Moral action is a daily command"). The Way of Ninten illustrates the mindset of the Kagetora army, soldiers who have entrusted themselves to the heavens to fight for a common purpose. This is the true origin of bushido, the code of the samurai.

My liege, witness the treasure of our army, the Ninten Bell. Remember the power it possesses: Strike it with the Odama, and its tolling brings miracles. Guide it into the donjon of Karasuma Keep, and your victory will ring throughout this land!

My liege, you must understand... We cannot afford to lose this battle. Prepare yourself. But you need not worry. With the Odama and the Ninten-do on our side, Genshin's camp is no better than a straw hut. We have nothing to fear.

My liege... The time for battle is upon us.



Controls

L L Button
Left flipper

B B Button
Switch between
cavalry \leftrightarrow rice ball

R R Button
Right flipper

Z Z Button
Deploy troops

Y Y Button
Zoom in on cursor

X X Button
Activate Mic: Press this button
when speaking into the
microphone. Speak clearly into
the end piece of the microphone.

A A Button
Fire an Odama
or rice ball
Deploy cavalry

C C Stick
Rotate to another
part of the board

+ Control Pad
Move cursor

Control Stick
Move the target before
firing an Odama or rice ball
Tilt the battlefield



The Rules of Engagement

At the beginning of each stage, the bell crew will emerge from your base and advance toward the gates when you first launch the Odama. Use your troops and the Odama to protect the bell crew. Even if you do not issue commands, your bell crew will still

advance toward the goal. If you need to deploy more troops to assist your bell crew, press the Z Button. You can deploy a limited number of troops on the field at one time, so watch the flow of battle carefully and choose your timing well if you hope to win the day.

ELEMENTS OF VICTORY AND DEFEAT

There are three ways to end a stage.

1



Guide the hanging bell to its goal within the time allotted (before sundown).

2



Lose all of your Odamas. (You start the first battle with only one Odama.)

3



Allow your bell crew (or any other dispatched crew) to be pushed behind your own flippers.

THINGS TO REMEMBER

Mastering these points will be essential to your victory!

1



Only troops who accompany the bell through the gate will be available for deployment on the next stage.

2



The green Odama will conscript enemy soldiers to fight for you, but it will pass over your troops without hurting them.

3



When your base is attacked, you will lose control of your flippers for a short period of time.

THE SPIRIT OF VICTORY



The side with the most troops advances—When your troops near the bell crew engage the enemy, the side with more troops will push the front line toward the side with fewer troops. The number of troops on each side is displayed on-screen. If you have too few troops, deploy more with the Z Button.



Defeating the enemy—You can push the front line by defeating enemies, for example, when you roll over the enemy with your Odama. Be careful: your Odama will harm your own troops as well as your enemy's.



Conscripting troops—Enemies run over by the Heavenly Odama (when it glows green) will be conscripted into your army. The Heavenly Odama will pass over your troops without harming them, but the Odama will revert after a short time.



Turning the Odama green—There are two ways to transform your Odama:

- Collect hearts until your bell glows white, and then strike it with your Odama.
- Roll over a green power-up with your Odama.



Doing either of these two things will turn your Odama into the Heavenly Odama for a short time.



Use voice commands to communicate orders to your troops—Once you find command scrolls on the battlefield, you can use voice commands to issue orders to your troops. Some voice commands can be issued to a single group of men, such as the bell crew, when you target them with the cursor. You can also target certain items on the battlefield. If you see such an item, target it with the cursor and use your "Rally" command.

THE SPIRIT OF VICTORY

Troop morale is important!—Whether or not your troops follow your orders may be a matter of morale. If morale drops too low, your troops may not listen to you at all. Morale can suffer because of any of the following:

- The Odama hits and kills your own troops.
- The bell crew is pushed back by the enemy.
- You use a certain voice command.

Morale can increase because of any of the following:

- You deploy more troops onto the field as reinforcements.
- You order your troops to rally on a rice ball.

Odama meets the dark side—Certain enemy objects can turn your Odama against you and transforming it into the Evil Odama. The Evil Odama harms your troops but does no damage to the enemy.



Watch out for cavalry!—Cavalry troops can cut a swift path through your defenses, leaving a wake of destruction behind them. If they reach your base, your flippers will be disabled for a short time. If you can wipe out all of the enemy cavalry with your Odama, however, you may receive an unexpected reward.



Enemy troops gather on rice balls—Rice balls appear from time to time, contained within barrels you'll find on the map. Pick these up with your Odama, and then launch them from the cannon. If a rice ball lands near enemy troops, they will stop fighting and run over to eat it. This could be just the distraction your men need to seal a victory. Also, if you tell your own men to rally on a rice ball, you can increase their morale, but the front line may fall back a little.



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KURUWA PLAINS I

Use the Odama to open and close the floodgate, and gather new voice commands as your bell crew marches toward the gate. Strike the drawbridge with the Odama to halt enemy reinforcements for a while. However, if your Odama strikes the gong, you will call down a fresh wave of enemy troops and horsemen.

KURUWA PLAINS II

Make your way through the enemy towers and advance upon the gate. The enemy archers shoot fiery arrows at you that burst into flame when they hit the ground. You will need a ladder to climb the hill: send some of your forces to retrieve the ladder. Watch for a raft floating down the river: it might carry special items. You may find the bridge to the opposite bank quite useful.

KURUWA PLAINS III

Three rivers impede the progress of your men. The floodgate of the first river can be controlled with the Odama. The second floodgate requires a pulley, and the third river can be crossed only if your men collapse a ladder tower across the water.

KURUWA PLAINS IV

This battle is broken into two stages. In the first stage, you must seize the two enemy flippers. Until you do so, the enemy flippers will fill your Odama with an evil energy that causes it to harm only your troops. In the second stage, you must use your men and the Odama in unison to defeat Kawai Ippeita before your hanging bell can reach the goal.

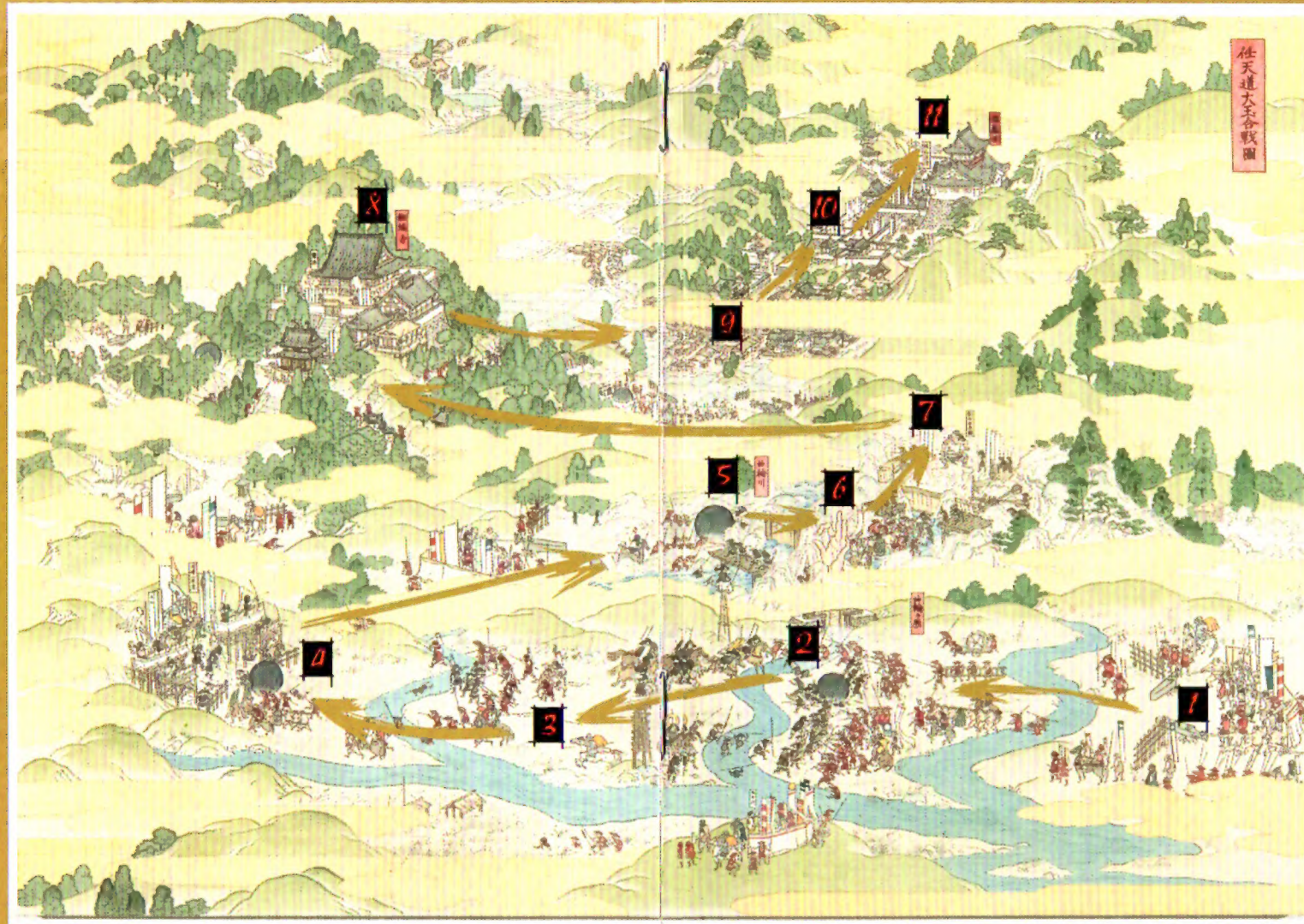
KURUWA RIVER I

March alongside the river and cross the bridge to reach the gates. Rally your men on the slope on the right bank to form a human bumper that can bounce the Odama across the bridge. If you prefer a different challenge, rally your men on the left bank to form a human slope that grants the Odama direct access to the upper level.

KURUWA RIVER II

Fight your way straight up the river against the chilling current. You will want a lot of men on the field to keep their morale high. Use "Press Forward" often to reach the goal. Rally your men on the catapults on either bank of the river to seize them as your own!

The Path to Karasuma



7 KURUWA RIVER III

The rocks here form a small amphitheater, with Hyobei perched at the top. Use the "March Left" and "March Right" commands wisely to avoid the enemy's fiery arrows and reach the goal. Watch out for Hyobei: he'll tip over the water cistern and wash your troops away just when victory seems nearest. You can also use the boulders on the field to block the entrances used by enemy troops.

8 SPIDER TEMPLE

Use your C Stick to view different sides of the mountain as you march on the temple at the summit. Your bell crew will try to fight back enemy troops all along the narrow mountain road, but you must fight on all three fronts to find enough items and enemy conscripts to secure your victory. Place the guardian statues at the mountain crossroads to transform them into walls that raise when you use your flippers. Once the statues are in place, raise them and loop your Odama around the summit and reveal the hidden goal at the top. However, the beast-monk Saisai will not take kindly to this.

9 KARASUMA TOWN

You have little time and much distance to travel through this fortified castle town. Watch the battle map carefully. Keep tabs on enemy troops, and plan your own movements. The enemy will regroup, flank you, and attempt to ambush you in this tight maze of streets and buildings. Use your voice commands well!

10 KARASUMA ROAD

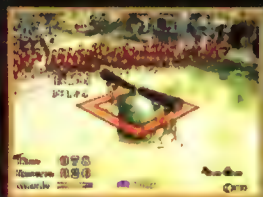
The road to the castle is lined with dangerous traps. Make your way through the waves of enemy troops and trick doors, or lead your men to the hot-spring resort if you need to restore their morale. When you encounter the trick door, use the Odama to rotate the panels until they display the Japanese characters for "Nin" (任) and "Ten" (天).

11 KARASUMA KEEP

This is your final battle: win or lose, the war ends here. Keep a close watch on each of the four fronts, as you have four sets of flippers in your command. You must decide which of the four entrances to lead your bell crew through. Rumors from within the castle tell of a secret portal within the donjon. Karasuma Genshin sits atop the castle, waiting for the opportunity to harry troops and attack your bell crew, denying them the chance for victory.

Your Soldiers

The Nameless Heroes



THE BELL CREW

The bell crew represents the heart of your army. They emerge from your base when you first launch the Odama, and they advance relentlessly upon the goal. Use your troops and the Odama to protect the crew. If the enemy presses them back into your base, your game will end. The bell is very heavy, so the crew moves slowly and cannot climb steep slopes. Fortunately, the weight of the bell roots them to the ground so that they are not washed away when fording rivers.



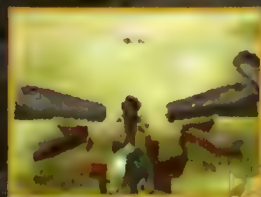
TROOPS

The men in red armor are your troops. Their basic mission is to protect the hanging bell and its crew. However, as you learn voice commands, you will direct your soldiers to leave the bell and focus on other tasks. Unlike the bell crew, the troops are unburdened, so they can run. However, they are too light to ford rivers effectively unless they are with the bell crew and can use the bell's weight to anchor them.



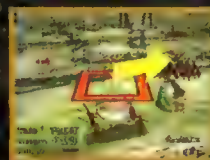
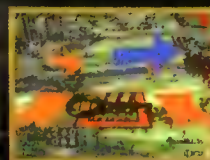
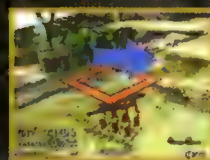
ENEMY TROOPS

The men in black armor are the enemy troops. They will come at you relentlessly in their efforts to stop your bell crew. If they meet the bell crew in battle, they might push your bell crew back to your base, costing you the battle.



YOUR BASE AND FLIPPERS

Your general stands watch at your base. To his left and right are the flippers, which exert tremendous force to propel the Odama. If the Odama passes between the flippers, then it is lost. If the enemy troops attack your base, you will temporarily lose control of the flippers.



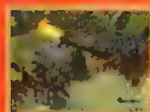
ITEM CREW

When enough troops rally on an item that can be carried or occupied, they will form a crew to accomplish the task. The success of each crew is essential to your victory.

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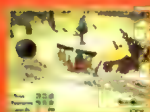
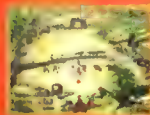


Voice Commands



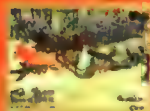
ADVANCE/FALL BACK

This command tells your crew to move forward or back. For a short time after issuing the command, your crew will move faster than normal. However, there may be times when they cannot carry out your command, such as when obstacles or enemies block the way.



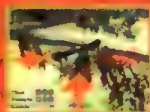
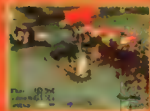
MARCH LEFT/MARCH RIGHT

These commands move your crew left and right. The crew will turn to move in that direction for a short time, but they will eventually orient towards their goal. The troops will position themselves to defend the crew as they move. These commands are very helpful when you reach a dead-end.



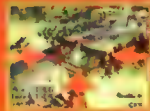
PRESS FORWARD

When enemy troops are blocking your path, use this command to have your men muster all of their strength to push through the enemy. If you have too few men, this command will fail, so use it wisely. Also, you will need to use this command when your men have reached their goal. It will give them the final push they need to get through.



RALLY

This command tells your troops to gather on the spot highlighted by the square cursor. Use this command to pick up certain items on the battlefield, form a defensive force of men around a crew, or occupy or move machines or obstacles on the field.





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The Game Screen

TITLE SCREEN

Getting started: Insert the Odama Game Disc. Plug the Nintendo GameCube Mic into Memory Card Slot B and insert a Memory Card into Memory Card Slot A. Close the Disc Cover and turn on the power.

New: Start a new game from the beginning of the campaign.



Free Play: Once you have completed the game, you will be able to choose any stage by selecting Free Play.

Continue: Continue a game saved on your Memory Card.

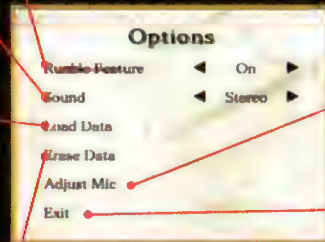
Options: Adjust game settings.

OPTION SCREEN

Rumble Feature: Turn the Rumble Feature on or off.

Sound: Set the game to mono or stereo sound.

Load Data: Load previously saved Odama data from a currently inserted Memory Card.



Adjust Mic: Change the microphone sensitivity settings.

Exit: Leave the Options screen and return to the title screen.

Erase Data: Erase previously saved Odama data from a currently inserted Memory Card.

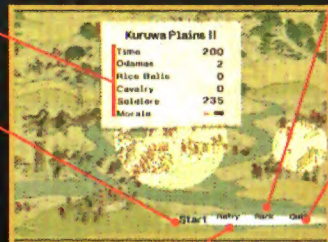
The Game Screen cont.

STAGE MAP SCREEN

Battlefield Information:

See which resources are available for this battle.

Start: Play the next battle.



Back: Return to the map-selection screen.

Quit: Quit the game and return to the title screen.

Retry: Play the previous battle again.

When you choose to Retry a battle, all data and all progress from your last attempt will be lost. This includes any stages you've unlocked from that battle on, so choose this carefully!

GAME SCREEN

Pause Menu: Press **START** during a game to pause and display these options. Choose **Command Scroll** to see a list of the voice commands at your disposal.

Time: The amount of time you have left to finish the battle.

Reserve: The number of troops awaiting deployment at your base.

Morale: The level of loyalty and enthusiasm of your troops.



Cursor

Resources: Items you can use to turn the tide of a battle, such as rice balls and cavalry. The item displayed larger is the one that will launch when you press the A Button. Press the B Button to cycle between items.

Base: Your starting point. The general stands here, controlling the flippers.

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Credits

Producer/Game Design—Yoot Saito

Director—Keiji Okayasu

Product Manager—Toru Osawa

Programming Director—Yoshiaki Makijima

Design Director—Takuya Jinda

Programming—Shintarou Kawahara, Kanta Kobayashi, Tsuyoshi Inada,
Takuya Oba

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Takashi Tsukamoto, Takashi Sato, Atsushi Miyake, Koji Hiyan, Osamu

Hashimoto, Shimon Nishiwaki, Kentarou Tachibana, Tetsuji Kikuhara

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Ogawa, Wataru Ishiyama

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Debug—Sarugakucho, Super Mario Club

Manual Planning—Yasuo Inoue, Yoshitomo Kitamura

Manual Design—Fumiki Tomioka

Illustration—Katsuhiko Sigeri

Bell Construction—Roushi Seisakusho

Historical Consultant—Kenji Sato

Logo Calligraphy—Yoot Saito

Support

Webmaster—Mizuma Art Gallery

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Noriko Ishimoto, Bourbon Kobayashi, Kazuharu Suzuki

Tomokage Mikoshiba, Motoko Miura, Rieko Nakajima

Theme Song—"Cold and Bold": Don't Panic

Main Art—Akira Yamaguchi

Narrated By Hideji Otaki

Executive Producer—Satoru Iwata

Planning—Vivarium

Programming Production—Studio Fake

Production—Nintendo

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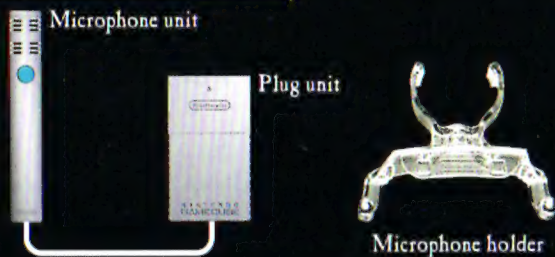
Robert Johanson

How to Use the Nintendo GameCube Mic

This section explains how to play Odama using your Nintendo GameCube Mic.

PARTS YOU WILL NEED

NINTENDO GAMECUBE MIC



GETTING STARTED

- 1 Attach the microphone holder to the Nintendo GameCube Controller as illustrated below.
 - 2 Insert the Nintendo GameCube Mic into the microphone holder.
 - 3 Plug the Nintendo GameCube Mic into Memory Card Slot B
- When speaking into the Nintendo GameCube Mic, hold down the X Button and speak clearly.

WARNING

You may experience some problems with voice recognition depending on the sound levels in your environment.



When speaking into the Microphone



- 1 Place the microphone holder so that its two arms click into place on the Nintendo controller as seen here.
- 2 Attach the microphone holder by pressing firmly against the Nintendo controller.

TROUBLESHOOTING

If you find that your Nintendo GameCube Mic is not operating normally, please try the steps listed here.

PROBLEM 1: You speak into the microphone, but nothing happens.

What you need to check	What you should do
Is the microphone properly connected?	Hold the microphone at least 3 inches from your mouth.
Are you speaking into the microphone while holding down the X Button?	Hold down the X Button when speaking into the microphone.
Are you speaking loudly enough, and is the microphone close enough to your mouth?	Do not hold the microphone too close to your mouth.

PROBLEM 2: The game reacts differently to my voice command than I think it should, or it reacts to a voice command when I have not given one.

What you need to check	What you should do
Are you speaking too loudly or too softly?	If your voice is too loud or too soft, recognition may fail. Please try to speak at a moderate volume.
Is there too much background noise in the area?	If there is too much noise in the background, the microphone may pick it up, and the game may react to it as a voice command. Please try to play in a quiet place.
Are you speaking too quickly or too slowly?	Recognition works better if you speak clearly and at a normal speed. Results may vary by individual, but the software may have trouble recognizing the speech of younger children.

PROBLEM 3: There is a high-pitched whine.

What you need to check	What you should do
Is the volume on your television too high?	Try turning down your television.
Is the microphone too close to your television's speakers?	Try holding the microphone farther away from the television speakers.

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REV-P

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